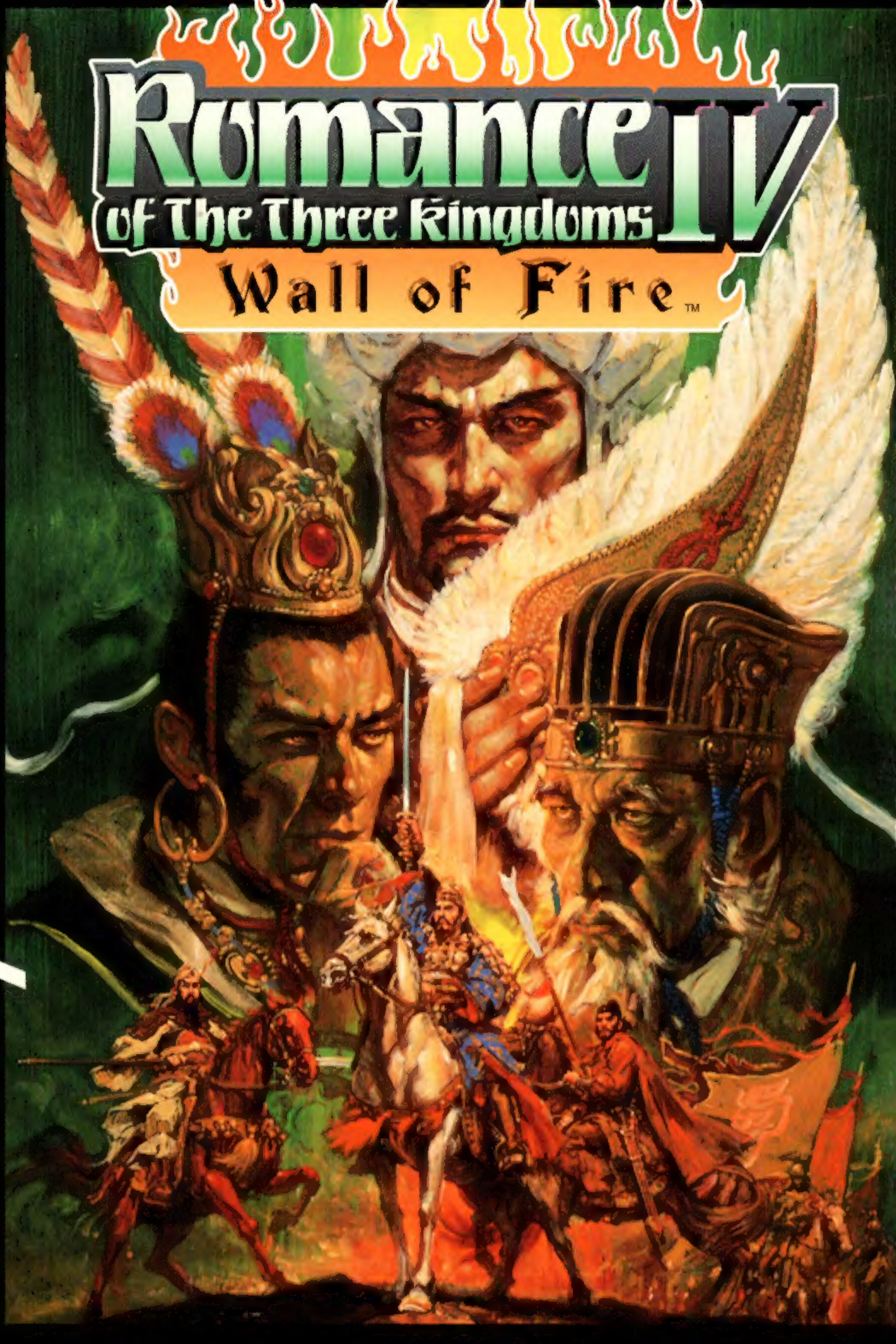
PlayStation™

NTSC U/C

Romance of The Three Kingdoms IV

Wall of Fire™



PlayStation™

KIDS TO ADULTS

AGES 6+

SLUS-00195

KOEI

WARNING: READ BEFORE USING YOUR PlayStation GAME CONSOLE.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation game console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT, avoid repeated or extended use of video games on large-screen projection televisions. Refer to your projection TV instruction manual for more details.

HANDLING YOUR PlayStation DISC:

- This compact disc is intended for use only with the PlayStation game console.
- Do not bend it, crush it or submerge it in liquids
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

Romance IV of The Three Kingdoms Wall of Fire™

Table of Contents

Introduction

The Console 2
The Controller 3
The Story of Romance of the Three Kingdoms 4
Your Goal 4

Key to Play

Starting a New Game 5
Saving and Quitting a Game 6
Loading a Saved Game 6
Options Menu 7
Game Flow 10

Your Resources

Characters 11
Officer Data 12
City Data 13
Weapons 16
Special Items 17

Commanding Your City

Main Display 18
Main Commands 18
Consultation 25

Events 26

The Art of War 28

before war

The Flow of War 28
Preparing for Battle 29
Organizing Your Army 30

during war

Battle Display 32
War Commands 36

after war

Post-War Settlements 41

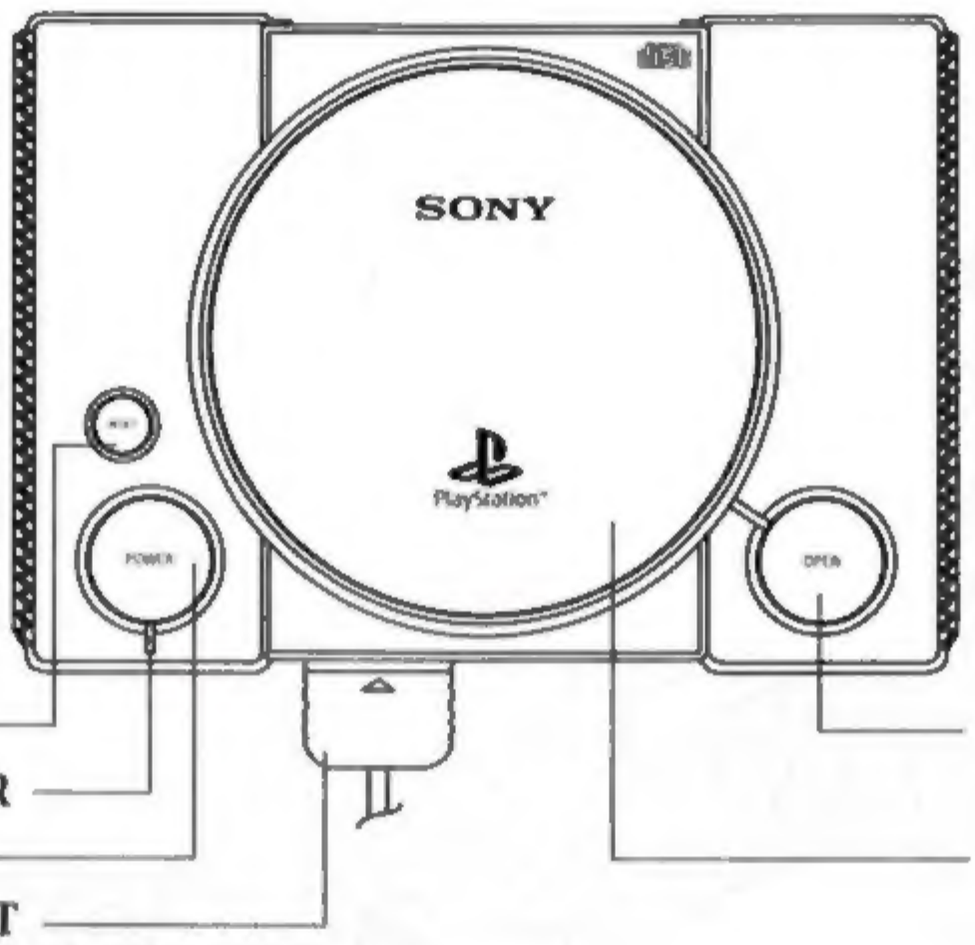
The Age of the Three Kingdoms 42

Character Profiles 45

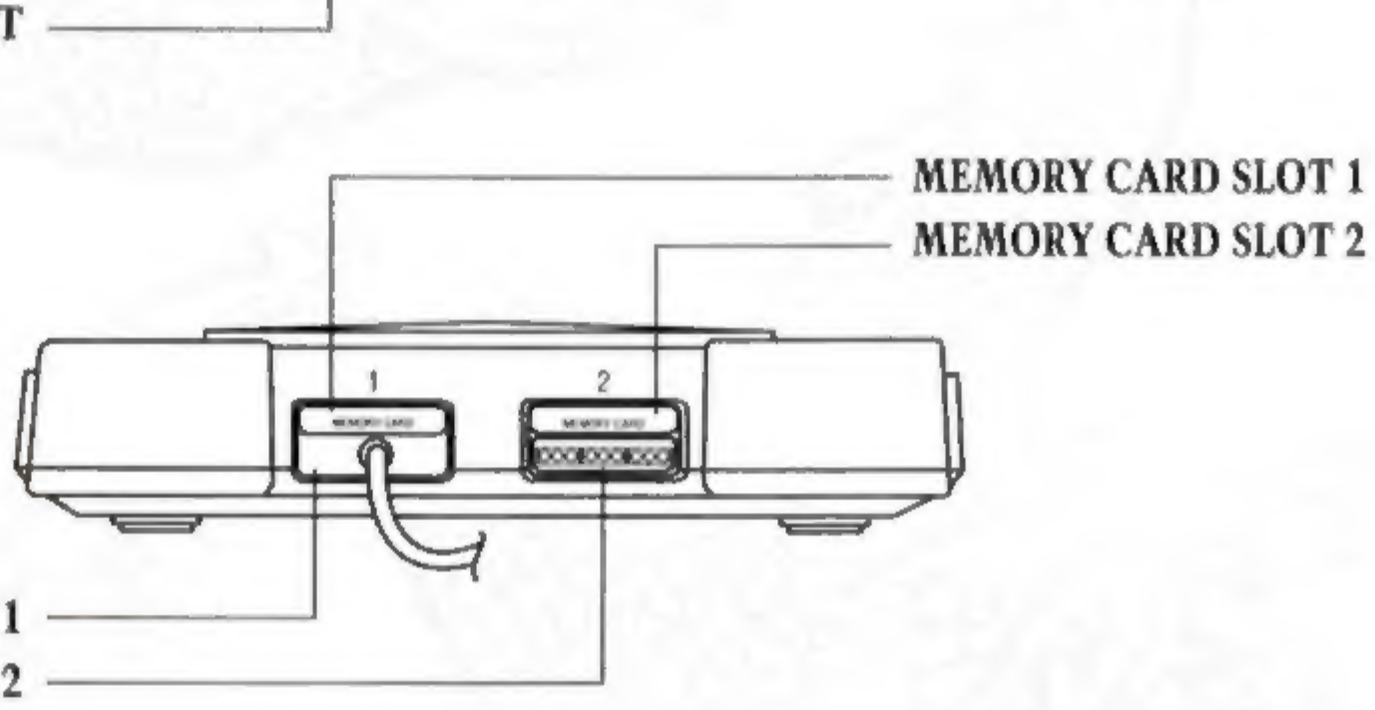
INTRODUCTION

THE CONSOLE

Top View



Front View

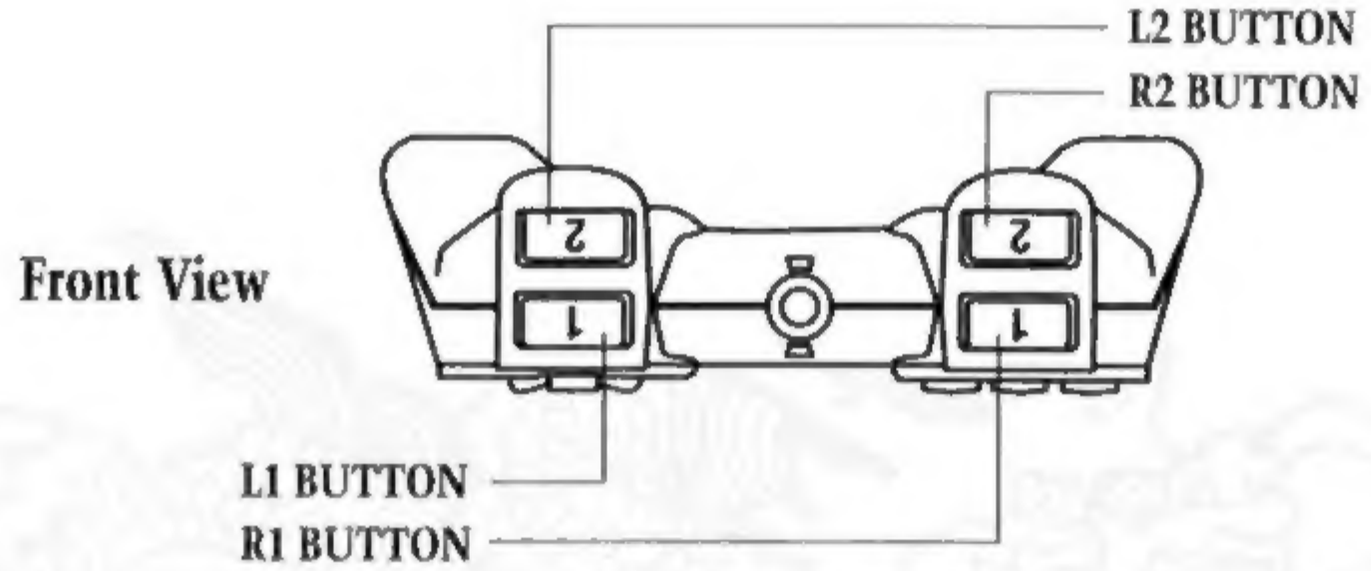


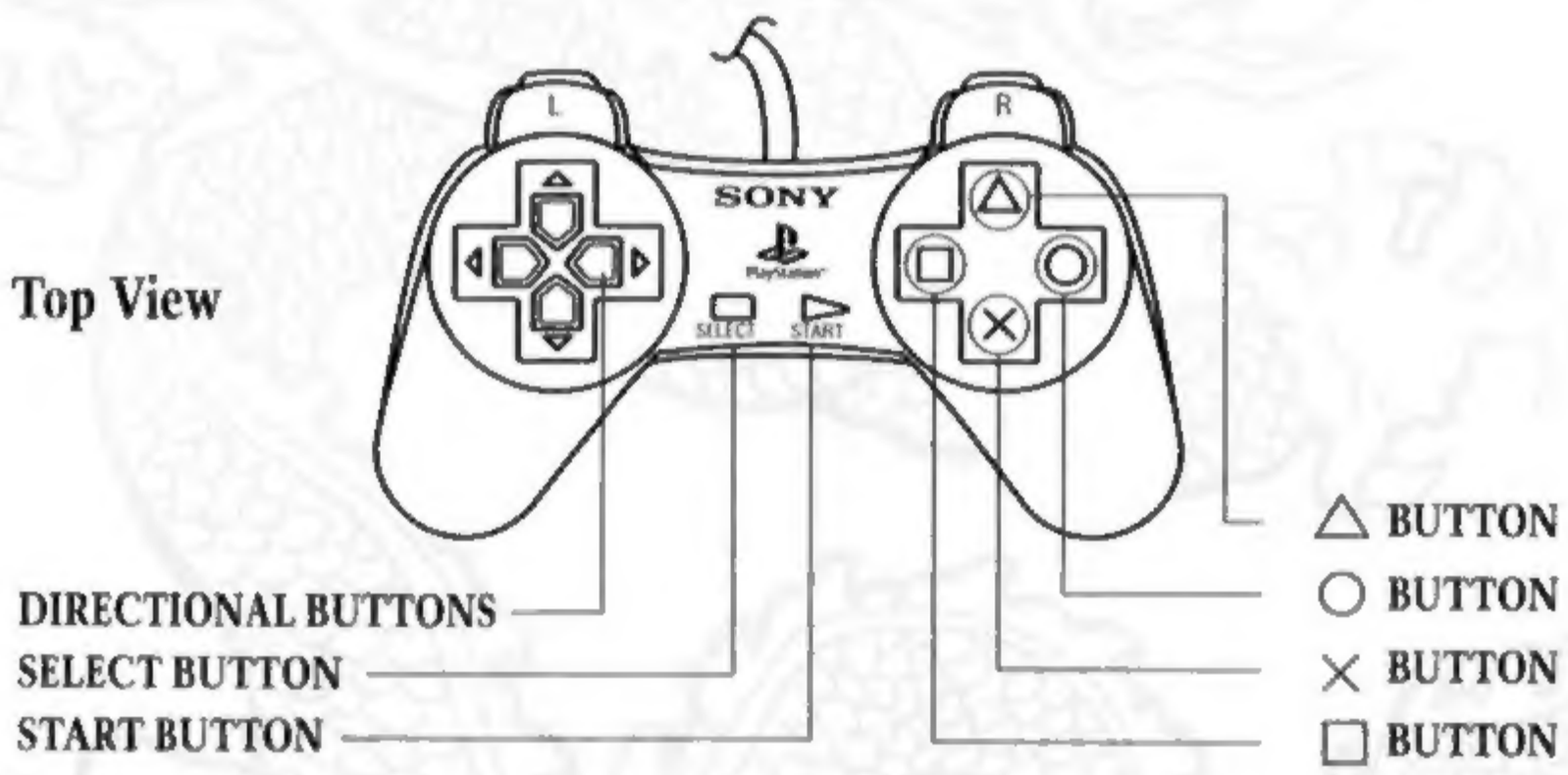
Set up your PlayStation game console according to the instructions in the Instruction Manual.

1. Make sure the power is turned off before inserting or removing the CD.
2. Open the CD drive door and insert the ROMANCE OF THE THREE KINGDOMS IV CD and close the CD door.
3. Insert the Memory Card into either Memory Slot. This is necessary to save your game (sold separately).
4. Insert the game controller into Control Port 1 and turn on the PlayStation console.
5. The introduction will begin. Push SELECT to skip to the start-up menu.

THE CONTROLLER

Plug the Controller into Controller Port 1. The following button settings are the default settings for Controller but can be changed by selecting Controller Settings at the Options menu.





START Button

- Pause the game.
- Skip through introduction to start-up menu.

SELECT Button

- Access the Options Menu from the Main Display (see Options Menu, page 7).
- Display the Battle Information Window.

○ Button

- Cancel a selection.
- Answer NO to yes or no questions.
- End the command turn.

X Button

- Select highlighted commands and items.
- Answer YES to yes or no questions.

□ Button

- Access the Map Command.
- Select enemy units in battle.

△ Button

- Access the Sort Menu (see Sort Menu, page 6).
- Move to vassal cities.
- Select other units in battle.

L1/R1 Buttons

- Flip through pages of information.
- Scroll through data.
- Move to corners of the main map with the Map Command.

Directional Buttons

- Move the cursor across the map.
- Scroll through command menus.
- Scroll through lists or flip through pages of information.

THE STORY OF ROMANCE OF THE THREE KINGDOMS

Romance of the Three Kingdoms IV: Wall of Fire is the fourth edition of Koei's popular historical simulation series set in the late second and third centuries of ancient China. This game is based on the historical novel "Romance of the Three Kingdoms", and is divided into six scenarios (see The Age of the Three Kingdoms, page 42). The year and rulers vary for each scenario, allowing you to enter the game at six different time periods and political warfare. There are 450 male and female officers to choose from, and you may create up to 108 characters using your own imagination. Battle against other rulers to gain control over cities and ultimately conquer all of China.

YOUR GOAL

Your goal in this game is to conquer China by claiming all 43 cities. When this goal is achieved, the player will win the game. If the ruler you are playing happens to die, appoint a subordinate officer as a successor and the game will continue. When there is no successor, the game will end.

KEY TO PLAY

STARTING A NEW GAME

1. Select **NEW GAME** at the start-up menu.
2. Choose one of the six scenarios.
3. Select the ruler you wish to play by using the X Button or the △ Button to make a direct selection. You may select up to eight rulers. Select Enter when finished.

- **PLAYING NEWLY CREATED RULERS:**

  If you have created new rulers, you may select up to three new rulers in each scenario. For each new ruler, select an unclaimed city (white squares) as the home city, and up to five newly created officers as subordinates. Officers who are related to the ruler will be automatically selected.

- **DEMO:**

  If you select zero rulers, the game will continue on demo mode. You may stop a demo play and take over the control of a ruler by pressing the SELECT Button.

4. Choose the game mode: Historical or Fictional.
5. Decide whether new officers will appear in the game or not.
6. Select a game level.
7. Review your game setting. If everything is OK, select YES and the game will begin. To change the setting, select NO and return to the scenario selections.

SELECTING ITEMS IN A LIST

When selecting one item, use the Directional Buttons to highlight an item and press the X Button. When selecting multiple items, use the Directional Buttons to highlight the items and press the X Button to make a selection. When you are finished selecting your items, use the Directional Buttons to select Enter and press the X Button. To cancel a selection, push the X Button again until the item is no longer highlighted.

ENTERING NUMBERS

Use the left/right arrows on the Directional Buttons to select the proper digit and the up/down arrows on the Directional Buttons to increase or decrease the value. To display the maximum number, place the cursor to the far left and press the left arrow on the Directional Buttons. Press the left arrow on the Directional Buttons again, and the number will become zero. To enter the number, press the X Button.

SORT MENU

This menu allows you to sort items in a list. At a data list, press the △ Button to display the Sort Menu. Use the Directional Buttons to select a category. The items in the list will be rearranged from highest to lowest order in the category of your choice. Press the X Button to enter the selection.

SCAN THROUGH YOUR CITIES

At the Main Display, press the △ Button to move automatically to your vassal cities. Each time you press the △ Button, you can move to another vassal city. Press the □ Button to access the Map Command. Use the L1/R1 Buttons to move to the far corners of the map.

END OF TURN

Press the O Button at the Main Display and answer YES to the question to end your turn. Answer NO if you want to continue your turn.

TITLE SCREEN

To view the Title Screen, hold down the SELECT Button and then press the START Button for two seconds.

SAVING AND QUITTING A GAME

To save a game during play, press the SELECT Button to display the Options Menu and select SAVE. You must have a Memory Card inserted in Slot 1 or 2 in order to save your game (sold separately). You may save up to 3 games on 1 Memory Card. (One game will need 4 blocks in the Memory Card). When you have Memory Cards in both Slots 1 and 2, the game will ask you which Memory Card you will use to save your game. Please select which card you will save the game on.

For Multiple-Player games, only one player needs to save the game.

> Please do not remove the Memory Card during game play. If you have problems with your Memory Card, please see your Sony PlayStation manual for more information.

To quit a game you are currently playing, select QUIT from the Options Menu. Answer YES to the question "Do you want to end the game?" Answer YES to "Will the players end the game and start over from the beginning?" When playing a multiple-player game, answer YES to "Will all players quit the game?"

LOADING A SAVED GAME

To play a saved game, select LOAD GAME at the start-up menu. You may also resume a saved game during game play by selecting LOAD under the Options Menu.

OPTIONS MENU

Press the SELECT Button from the Main Display to access the Options Menu.

SAVE Save your current game. You may save up to 3 games on one Memory Card (sold separately). One game will need 4 blocks in the Memory Card. See Saving a Game, page 6, for more details.

LOAD Load a saved game.

OPTIONS Access the Options Screen (see Options Screen, page 7).

QUIT Quit the game you are currently playing.

OPTIONS SCREEN

CUSTOMIZING GAME PLAY

You may customize certain features of game play such as Message Display Speed, Music and Sound Effect volume levels, Audio Modes, Controller Settings, as well as listen to the game music and sound effects by selecting MODIFY OPTIONS from Options at the set-up menu or by selecting Options from the Options Menu during game play. Use the Directional Buttons to move through the list of options. To return to the start-up menu, select Exit.

CONTROLLER TYPES

There are four types of controller settings you may choose from : A, B, C, and D. Use Directional Buttons to change the settings. You may change the settings before you start a new game or at the Main Display from the Options Menu. Please note that the manual is written in the default controller setting Type A.

MESSAGE SPEED

Change the speed of the messages with the Directional Buttons.

MUSIC AND SFX VOLUME LEVELS

You may change the volume level for both the game music and sound effects by using the Directional Buttons.

AUDIO

Change the background music to stereo or mono sound. Use the Directional Buttons to move the red check mark to either Stereo or Mono.

CP VS. CP BATTLES

Decide whether you want to watch battles between other computer controlled rulers. Use the Directional Buttons to move the red check mark to either Watch or Skip.

EVENT VIDEOS

Decide whether you want to view the video clips for events or not. Use the Directional Buttons to move the red check mark to either Watch or Skip.

MUSIC TEST

Enjoy the full orchestrated game music of Romance of the Three Kingdoms with audio controls. There are 18 songs to select.

① Title Number Pad
② Title Cursor
③ Command Cursor
④ Control Command Menu
⑤ Selected Song Title
A Stop
B Pause
C Pause Play
D Skip Forward
E Skip Backward
F Program Play
G Repeat Play
H Random Play
I Exit

Use the Directional Buttons to move the Command Cursor and select a control command with the X Button. Selected commands will be highlighted. The O Button will cancel a selected command and move the cursor to STOP. To return to the options screen, select EXIT. The function of these commands are the same as those of audio CD players.

USING PROGRAM PLAY FOR SELECTIVE LISTENING

Select PROGRAM to clear the default order on the Title Number Pad and activate the programming mode. Use the up/down arrows of the Directional Buttons to scroll through the displayed song titles in display and press the X Button to enter the displayed title number. Use the right/left arrows of the Directional Buttons to move the Title Cursor. When you finished entering title numbers, press the O Button to exit from the programming mode (The Title Cursor will be locked on the first square.). Then move the Command Cursor to PLAY to listen to the music in the programmed order. To cancel Program Play, select PROGRAM again and unhighlight it.

SFX TEST

Listen to 25 different sound effects used throughout the game. The controls work exactly the same as the Music Test controls, however, you may not choose any of the shadowed control commands. To return to the options screen, select EXIT.

CREATING YOUR OWN CHARACTER

You may create and save up to 8 rulers and 100 generals in each game. To save new character data, you must start a new game and save it in the game. Otherwise, the new character data will be lost when you quit the game.

You may choose to:

- Create a new ruler or general.
- Modify data of an existing new ruler or general.
- Load existing new rulers or generals from a saved game and use it in a new game.

1. Select **CREATE OFFICERS** from Options at the set-up menu.
2. Decide whether you will load new ruler/general data from a saved game. If you answer YES, then select one of your saved games from which new ruler/general data will be loaded. If you answer NO, then decide whether you will create a ruler or officer, or modify already existing characters.
3. Enter the first and last name for your character. Use the Directional Buttons to move the cursor to access each letter. Press the X Button to select a letter or the O Button to erase. Select Enter when completed. "sp." stands for "Space."
4. Enter the age and gender of your character.
5. Set the officer's profile. Each character is assigned a set of basic ability points. Rulers' basic points are determined by their age and Generals' basic points are set at random. You may select different ability points for General by answering NO to the question, "Is this OK?" In addition to the ability points, characters receive 70 bonus points which are to be divided among the five abilities. Adjust each ability points by highlighting the ability with the cursor and pressing the X Button. Use the left/right arrows on the Directional Buttons to select the proper digit and the up/down arrows on the Directional Buttons to increase or decrease each value. You cannot subtract points lower than the minimum ability points.
6. Select a face for your character. Use the L1/R1 Buttons to flip through more pages, and press the X Button to select a face. Faces that have already been selected will be have the word "USED" across the face and will be numbered in red.
7. Decide if you want kinship ties with existing characters. (You may only create kinship ties when entering an Generals' data.) The age difference between the parent and child must be between 16-40 years. A parent and child will not betray each other even if they have low loyalty levels.
8. To change any part of the character data, answer NO at "Is everything OK?" and move the cursor to the setting that you wish to change and press the X Button.

VIEWING OFFICER PROFILES

Before you start a game, you may view the abilities and a brief profile of about 450 historical characters in the Romance of the Three Kingdoms.

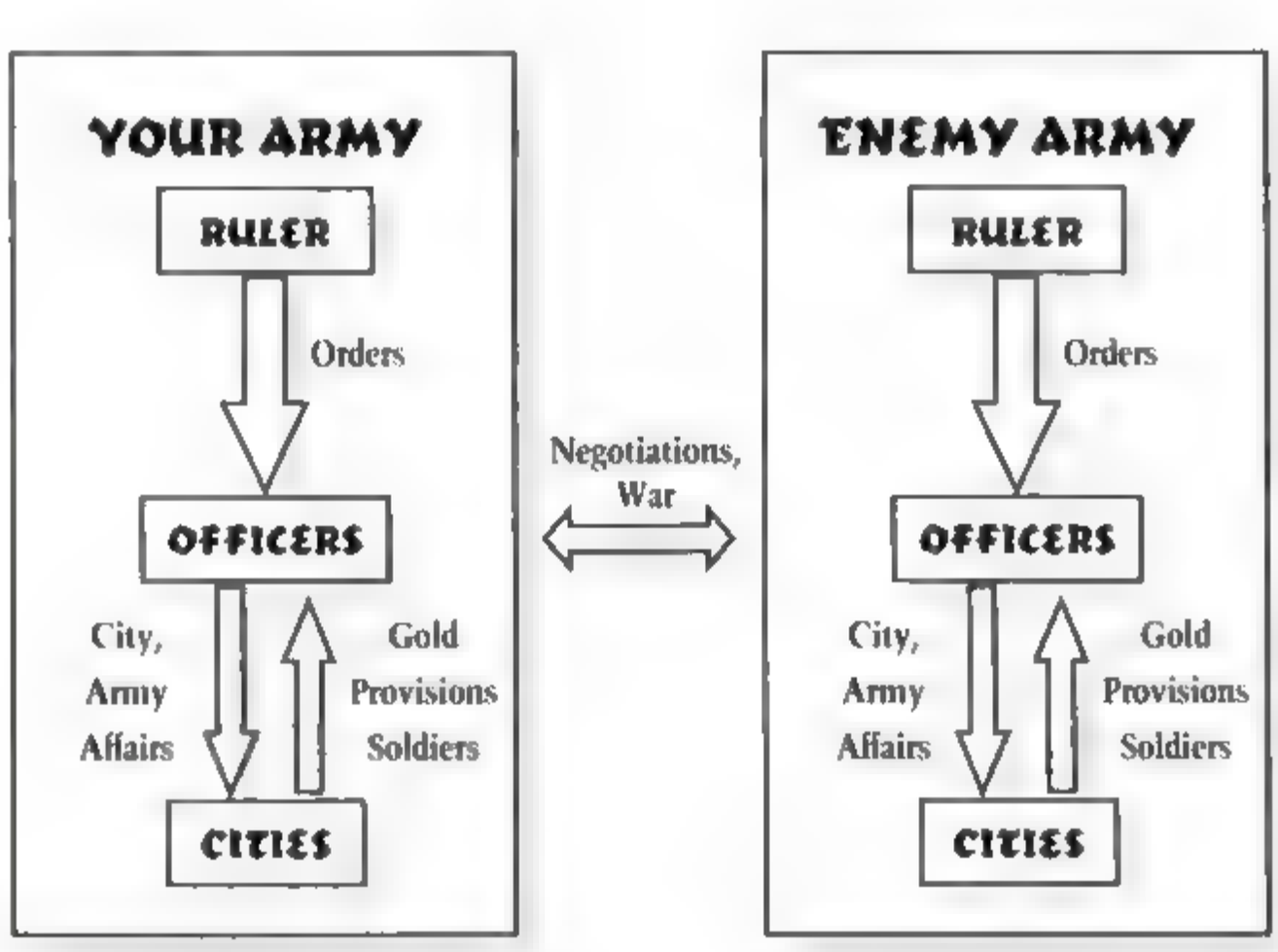
1. Select **VIEW OFFICERS** from Options at the set-up menu.
2. Decide whether you will view the officers by name or the five abilities. To view by names, select the first letter of the first name. Red letters mean there are no officers whose name begins with that letter. To view by other abilities, select the ability and point range.
3. Once a list of officer's names are displayed, use L1/R1 Buttons to display more pages and select and officer by pressing the X Button. Talents that the officer has acquired will be in blue.

GAME FLOW

In **ROMANCE OF THE THREE KINGDOMS IV**, a ruler must oversee all aspects of city, foreign, and army affairs. Use the commands in the Main Display to plot against enemy rulers (see Main Display, page 18).

Your cities and officers will become a key point in your strategy. Increase the productivity of cities with the City command and secure a stable source of gold and grain for your army. Find loyal and talented officers to carry out your commands and oversee your cities and soldiers.

Once you have enough strength, declare war on another city. Attack and defend cleverly in battle to secure a victory. When you win a battle against another ruler, you will gain their city. On the contrary, if another ruler declares war on your city and you lose, you will lose your city. Plan ahead and build up your army with clever strategy and successful battles. Soon, you will conquer all of China and win the game!



Your Resources

Characters

Types of Officers

Active Officer An officer who serves under a specific ruler.

Inactive Officer An officer that has not yet been called to duty. An inactive officer will become a free officer, if you discover the officer with the Search command under Staff.

Free Officer An officer that is not serving one specific ruler. You are able to make a free officer an active officer by using the Recruit command under Staff.

Prisoner (P.O.W.) An officer who is being held captive by an enemy. You are able to regain this officer by using the Swap command under Foreign or by using the Recruit command under Staff.

Ranks of Active Officers

You may assign officers to ranks with the Assign command under Ruler.

Ruler The most powerful person in a city. Rulers control vassal cities and home cities, and give orders to subordinate officers.

Governor This person controls the vassal cities in place of the ruler. You must assign one governor for each vassal city.

Advisor Mainly responsible for assisting the ruler and governor in planning strategy. Only officers with political ability over 80 and a mind level over 90 can become advisors. Assign one chief advisor when there are many advisors in one city.

Civil Officer Mainly responsible for assisting the ruler and governor in city affairs. Only officers with political ability over 85 can become civil officers. Assign one chief civil officer when there are many civil officers in one city.

Marshall Mainly active in army affairs. Only officers whose combined leadership and power level exceed 150 may become marshals.

General Officer This person is a subordinate officer of a ruler.

OFFICER DATA

To display Officer Data Screen, select a specific officer from officer lists. Officer lists are displayed when you select Officer under the Information command.

NAME The name of the officer.

RANK The rank of the officer.

LOCATION The name of the city where the officer is located.

TASK The type of task the officer is performing. A check mark means that the officer has completed the task for the month. For long-term commands, the task name and the number of months left to complete the task are displayed.

DUTY The type of city duty the officer is in charge of performing. Assign an officer to a city duty with the City command.

TENURE The number of years the officer has been serving the ruler. When this number is high, the officer is not likely to betray the ruler.

STAMINA The officer's stamina. Only when in battle, this will be displayed in place of Tenure. Stamina affects the rate of success for a duel or plot. When this number reaches zero, the officer will lose a duel.

AGE The age of the officer.

LEAD The officer's ability to lead. It influences your attacking ability in battle. Maximum: 100.

POLITICS The officer's political ability. It affects the City and Foreign commands. Maximum: 100.

CHARM The officer's charismatic ability. It affects the success rate of recruiting and negotiations. Maximum: 100.

LOYALTY The officer's loyalty amount. When this number is low, the chances of the officer rebelling against or betraying the ruler will increase. Maximum: 100.

POWER The officer's offensive strength. It affects the outcome of a duel. Maximum: 100.

MIND The officer's knowledge of the art of strategy. It affects the success rate of plots. Maximum: 100.

HEALTH The officer's physical condition.

ITEMS If "Items" marker is displayed, that means the officer owns special items (see "Special Items", page 17). Select the Items marker to display a list of special items. Select an item to view it's features.

SPECIAL TALENTS

These abilities displayed directly below other data at the Officer Data Screen. These special talents affect what command an officer is capable of executing, and the results of the commands. A blue highlighted marker will indicate the officer has that talent.

FOREIGN The ability to carry out diplomatic negotiations with another ruler.

SPY The ability to gather information by espionage.

RECRUIT The ability to search or recruit officers.

BUILD The ability to build weapons.

BRIBE The ability to bribe an enemy officer to betray the ruler.

Rebel The ability to persuade an enemy governor to rebel against the ruler.

Gossip The ability to spread gossip about another ruler.

Arson The ability to commit arson.

Study The ability to study another city and obtain valuable information.

Infantry The officer has a greater advantage when attacking as an infantry unit in battle.

Cavalry The officer has a greater advantage when attacking as a cavalry unit in battle.

Archery The officer has a greater advantage when attacking as a crossbow, strong crossbow or rapid crossbow unit in battle.

Naval The officer has a greater advantage when attacking as a naval unit in battle.

Fire The ability to plan a fire attack during battle.

Boulder The ability to attack by dropping boulders during battle.

Provoke The ability to provoke the enemy during battle.

Weather The ability to change the weather during battle.

Wind The ability to change the wind direction during battle.

Chaos The ability to confuse the enemy during battle.

Chain The ability to plan a chain link attack in battle (see Chain, page 38).

Thunder The ability to throw thunderbolts during battle.

Repair The ability to repair the castle gate during battle.

Taunt The ability to taunt the enemy during battle.

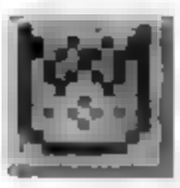
Lies The ability to spread false information to an enemy's unit during battle.

City Data

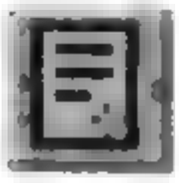
A "Home City" is under the ruler's direct control and is where the ruler resides. A "Vassal City" is controlled by a governor, who receives orders from the ruler. Cities that do not have a ruler are called "Unclaimed Cities".

The following data is available in the Main Display City Data Window (see Main Display, page 18). The City Data Window includes the City Statistics, Army Affairs and Budget Screens. To flip through the screens of information in the City Data Window, press the L1 and R1 Buttons.

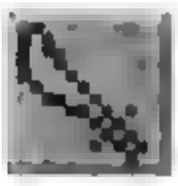
City Statistics Screen



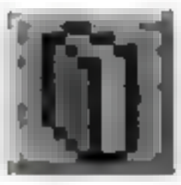
Ruler
The name of the city's ruler.



Governor
The name of the city's governor.

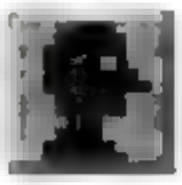


Advisor
The name of the city's chief advisor.



CIVIL OFFICER

The name of the city's chief civil officer.

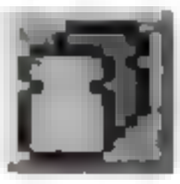


FOLK

The number of people in that city. If there is a large population, you may draft more soldiers. Drafting will decrease your population. Maximum: 3,000,000.

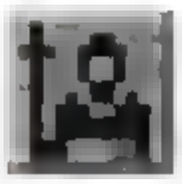
GOLD

The amount of gold. Selling grain at the Market will increase this number. Maximum: 50,000.



GRAIN

The amount of grain. Buying grain at the Market will increase this number. Maximum: 50,000.

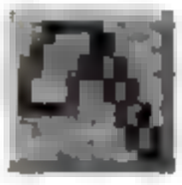


SOLDIER

The number of soldiers. Drafting will increase this number, war will decrease this number. Maximum: 9,999 (counted in units of 100).

OFFICER

The number of active officers.



FARMS

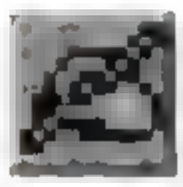
The city's ability to farm land. When it is high, your amount of grain will increase. War will decrease this amount. Maximum: 200.

DAMS

The city's ability to build dams. When it is high, the amount of grain will increase, and damage during a flood or typhoon will be minimal. War will decrease this amount. Maximum: 100.

SHOPS

The number of shops in the city. When it is high, your gold income will increase. War will decrease this amount. Maximum: 200.



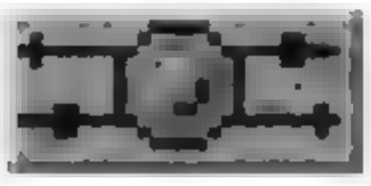
GUILDS

The number of weapon guilds in the city. When this is high, it will take less time and gold to build weapons. The type of weapons you can build will increase. War will decrease this amount. Maximum: 200.

SUPPORT

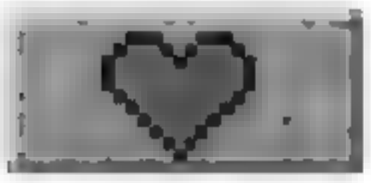
The amount of people's support for the ruler and/or governor. When it is high, your income of gold and grain will increase and when low, the chances of a popular revolt will increase. By giving grain to the people, your support can increase up to 80. War and drafting will decrease this amount. Maximum: 100.

Army Affairs Screen



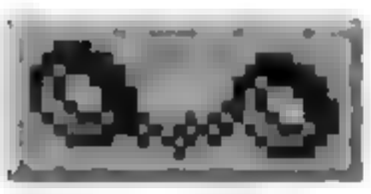
Train

The soldiers training level. When it is high, a unit's attacking power and mobility will increase. Maximum: 100.



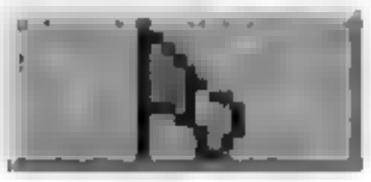
Spirit

The soldiers' morale. When it is high, a unit's attacking power and mobility will increase. Maximum: 100.



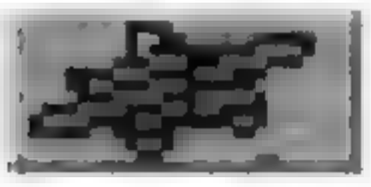
P.O.W.

The number of captive enemy officers.



Free

The number of free officers.

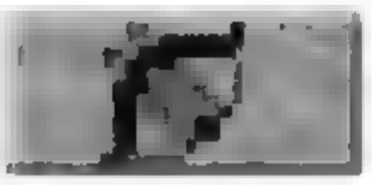


Battering Rams (Rams)

The number of battering rams. Building will increase the amount. War and the Foreign command will decrease this amount. Maximum: 100.

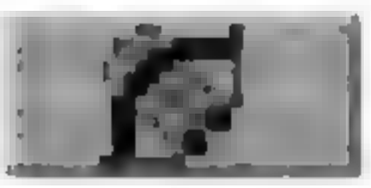
Crossbows (X-Bow)

The number of crossbows. Buying or building more crossbows will increase the amount. War and the Foreign command will decrease this amount. Maximum: 9,999 (counted in units of 100).



Strong Crossbow (Strong-X)

The number of strong crossbows. Buying or building more strong crossbows will increase the amount. War and the Foreign command will decrease this amount. Maximum: 9,999 (counted in units of 100).

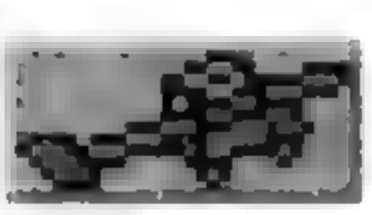


Rapid Crossbow (Rapid-X)

The number of rapid firing crossbows. Buying or building more auto crossbows will increase the amount. War and the Foreign command will decrease this amount. Maximum: 9,999 (counted in units of 100).

Horses

The number of horses. Buying more horses will increase the amount. War and the Foreign command will decrease this amount. Maximum: 9,999 (counted in units of 100).



Catapults

The number of catapults. Building will increase the amount. War and the Foreign command will decrease this amount. Maximum: 100.

BUDGET SCREEN

January and July are the months when you receive income from taxes and pay expenses. January is when you give and receive gold and July is when you give and receive grain.

Amount

The numbers in white represent your current amount of gold and grain.

Gain +

Amount of income for January and July.

Loss -

Amount of expenses for January and July.

Net =

Amount plus Gain minus Loss.

WEAPONS

CROSSBOW (X-BOW)

A general bow and when used as a firebolt, your attacking power will increase. You can build crossbows when your number of guilds are 20 or above.

STRONG CROSSBOW (STRONG-X)

A larger crossbow. Its power and shooting range is one and a half times stronger than the regular crossbow. You can build strong crossbows when your number of guilds are 40 or above.

RAPID CROSSBOW (RAPID-X)

An rapid firing crossbow. Its power is twice as strong as the regular crossbow. You can build rapid crossbows when your number of guilds are 60 or above.

BATTERING RAMS (RAMS)

This weapon is designed to destroy castle gates during a castle battle. The tip of the armored mallet is swung like a pendulum to break through the castle door. When attacking the castle gate with the battering ram, the result is 3-4 times greater than a regular unit's gate attack. When the unit is wiped out in battle, the battering ram will be destroyed. You can build the battering ram when your number of guilds are 80 or above.

CATAPULT

This weapon is used to attack at the castle gate or distant units in a castle battle. Attack by launching boulders with this large catapult. When attacking the castle gate with the catapult, the result is 3-4 times greater than a regular unit's gate attack. When the unit is wiped out in battle, the catapult will be destroyed. You can build the catapult when your number of guilds are 100 or above.

Special Items

How to Get an Item

Sometimes you may discover an item, instead of an officer, when you use the Search command under the Staff. You may also receive items from a traveler in the city or from defeated enemy officers them in battle.

Using an Item

You may reward your officers by giving them items. When you reward an officer, that officer's loyalty will rise. The amount an officer's loyalty will increase depends on the item you reward.

Each item increases a certain ability of your officer. The ability will continue until the item is lost. When an officer has several items that affect the same ability, only the item with the highest value will affect the ability.

Types of Items

There are four types of items: books, horses, weapons and the hereditary seal.

Books

Increases an officers' mind level, loyalty and political ability. Some books give officers special talents. When certain books are in a ruler's possession, the subordinate officers will recover from sickness and injury faster.

Horses

An officer with a strong horse will have a higher success rate of fleeing from a battle or duel. Horses will also increase their owner's loyalty.

Weapons

Spears and swords will increase your loyalty and power in battle.

Hereditary Seal

This will give a ruler enough power to become the emperor. The ruler's leadership and charm level will increase to 100.

COMMANDING YOUR CITY

MAIN DISPLAY

① Year, Month and City Name
② Main Map
③ City Data Window
④ Main Commands

Plan your strategy by using the Main Commands. Use the right/left arrows of the Directional Buttons to scroll through the command menu. Use R1 and L1 Buttons to flip through City Data Window. The △ Button allows you to move to vassal cities within your territory. The □ Button allows access to the Map Command.

The red markers between cities on the Main Map indicate famous battle sites.

MAIN COMMANDS

Subcommands marked with a (L) refer to Long-term commands. Long-term commands require several months and are completed over a series of turns.

The words in "< >" refer to the Special Talents required for officers to execute the command. A ruler is capable of carrying out any command, regardless of their talents and abilities. For description of special talents, see page 12.

ARMY

Except for the War command, the leadership, power, mind level, and political ability levels affect these commands.

• **MOVE** Move officers to neighboring vassal cities or unclaimed cities. Select the officers and a city to which you will move them. You may move as many officers as you wish. When you move an officer to an unclaimed city, that city will become your vassal city.

• **SEND** Send gold, grain, soldiers, crossbows, strong crossbows, rapid crossbows, horses, battering rams, and catapults to your cities. Select an officer who will execute the command and a city to which you will send the goods. You cannot send goods to cities that already have the maximum amount of goods. The suc-

cess of the shipment depends on the distance as well as the officer's leadership, power, political ability, and mind level. Be careful, goods can be stolen by bandits!

- **WAR** Attack a neighboring city. Select a city to attack and decide how to organize your units (see The Art of War, page 28).

- **DRAFT** Draft people from the city. Select an officer to be in charge and the amount of people you would like to draft. You will need at least 10 gold pieces and 10 barrels of grain per one soldier. When you draft, your city population and support will decrease. The number of people you can draft depends on the city population. You cannot draft people from cities that have a population of less than 50,000 people.

- **TRAIN (L)** Train your soldiers. Select up to 10 officers to be in charge and the length of training. The result of the training depends on the officers' leadership, power, and training period. When you select Train from Reports in the Information command, the officer in charge will report on the status of the soldiers in training.

- **BUILD <BUILD> (L)** Build weapons. Select the officer who will be in charge, the type and number of weapons you will build. The amount of time and gold it costs to build weapons depends on the officer's political ability and number of guilds in the city. When you select Build from Reports in the Information command, the officer in charge will report on the current progress.

- **SPY <SPY> (L)** Spy in a territory. Select the officer who will be the spy and the territory a (see below). The longest time you can spy is six months. The spying will take place in all cities within the territory. The success depends on the officer's political ability, length of time, and the distance to the territory. Use the Information-City command to view enemy's information from your spy.
There are eight territories in this game:

Yong Territory-Northwest (Peach)	Yo Territory-Northeast (Yellow)
Xu Territory-Northeast (White)	Yu Territory-Central (Purple)
Yang Territory-Southeast (Red)	North Jing Territory-Central (Light Blue)
Yi Territory-Southwest (Light Green)	South Jing Territory-South (Orange)

STAFF

The power, political ability, mind and charm levels affect the success of these commands.

- **SEARCH <RECRUIT> (L)** Search for inactive officers. If you find an inactive officer, you may be able to recruit him. Select the officer and the territory you will search. The success depends on the officer's political ability and the territory you search. You may discover items. The time it takes to search depends on the distance and number of cities in the province.

• **RECRUIT <RECRUIT>** Recruit officers for your army. You may recruit free and captive officers from your cities and subordinate officers of enemy rulers from other cities.

Recruiting free and captive officers: Select which officer you will recruit and an officer to execute your commands.

Recruiting an enemy officer: Select which officer you will recruit and decide how much gold to offer. You can recruit enemy officers only from adjacent enemy cities.

The success of recruiting depends on the officer's power, political ability, mind and charm levels. When the officer in charge is acting as ruler, you must also decide with what kind of attitude you will accept the offer. When the ruler recruits an officer, you must decide whether you will: Insist, Beg, Invite, or Charm the officer.

• **REWARD** Give a reward to a subordinate officer. This will increase the officer's loyalty. You may reward up to 10 officers at one time. The highest amount of gold you may give one officer is 100 pieces per turn. You may also give items. The success depends on the governor's (or ruler's) charm, amount of gold, and type of item.

• **GIVE** Give grain to the people of the city to increase your support level. The highest amount of grain you may give a city is 1000 barrels per turn. The result depends on the officer's charm level. This command can increase your support up to 80.

CITY

Adjust the city's domestic policy. The level of political ability affects this command. An officer may execute a City command and another command at the same time. When an officer executes two commands at once, however, the result of the commands will be half.

1. Select the city you wish to command.
2. Select an officer who will be in charge of a city task. You may select two officers for one task, but you may not select one officer for two separate tasks. The officer who is selected will remain with that task until you cancel it. To cancel the officer you selected, highlight the officer and press the X Button.
3. Enter the amount of gold you will invest. The amount of gold will decrease every month. Cities that have tasks with less than 100 gold pieces invested will appear on the map as . Tasks cannot be executed when there isn't any gold.

• **FARMS** Increase your city's productivity by farming the land.

• **DAMS** Increase your city's ability to withstand floods by building dams.

• **SHOPS** Increase your city's economy by increasing the number shops.

• **GUILDS** Increase your city's technology by increasing the number of guilds. This is important for building weapons and will influence the type of weapons you can build. See Weapons, page 16.

MARKET

Trade at the market. The price of goods at the market can vary from month to month. The market rates are shown in the Market Window. The ratios next to Sell Grain and Buy Grain indicate the quantity you can buy and sell for one piece of gold. The numbers by crossbow, strong crossbow and horses are the prices for these items. Depending on the month, there are certain things you cannot buy.

- **SELL GRAIN** Sell your grain.
- **BUY GRAIN** Buy grain.
- **CROSSBOW (X-BOW)** Buy crossbows.
- **STRONG CROSSBOWS (STRONG-X)** Buy strong crossbows.
- **HORSES** Buy horses.

PLOT

Frame a plot against another enemy city. The loyalty, leadership, political ability, mind and charm levels affect this command. Your plots will be more successful if first you gather information on the city by sending a spy with the Spy command under Army.

- **HIDE** Hide an officer in an enemy city. The hidden officer must have a loyalty level over 95. Select a city and an officer who will hide. If you succeed, the officer will be in hiding for six months. The officer in hiding will report city information every two months. Use the Information command to view the city information while the officer is in hiding. An officer in hiding can betray an enemy unit, when in battle. After six months, the officer will automatically return to your city.

- **BRIBE <BRIBE>**

Bribe an enemy officer to betray his ruler in battle. Select a city and an officer to bribe. The success of bribing an enemy depends on your the officer's mind and charm level and the enemy officer's loyalty level. You cannot bribe rulers or governors.

- **REBEL <REBEL>** Persuade an enemy's governor to rebel against the ruler. If you succeed, a rebellion will take place and the governor will become an independent ruler. Your success depends on your officer's mind level, charm, and the governor's loyalty.

- **GOSSIP <GOSSIP>**

Spread bad rumors about a rival ruler in his city. Select an enemy city and an officer who will set the plot. Your success depends on your officer's mind level and charm. Select among whom you will spread rumors:

Officers: Spread bad rumors among the ruler's officers. This will succeed only when the officers' loyalty levels are low.

Folk: Spread bad rumors among the people. If you succeed, the support level and number of shops in the city will decrease. Depending on the situation, the people may start a revolt.

• **ARSON <ARSON>**

Set fire to an enemy city. Select a city and an officer who will carry out your orders. Your success depends on your officer's power and mind level. There are three items which you can set on fire:

Grain: Set an enemy's granary on fire and their grain amount will decrease.

Arms: Set an enemy's armory on fire and their weapons will decrease.

Both: Set both the granary and the armory on fire. The enemy's grain and the weapons will decrease, but the effect will be half compared to setting only the granary or armory on fire.

• **STUDY <STUDY>** Send an officer to investigate another city. Select a city and an officer who will carry out your orders. Your success of studying depends on your officer's mind level and political ability. If you succeed, and the city which you are investigating on has higher data than your city, your city's data will increase. You are able to study the following four areas:

Farms: Check how the enemy develops their farms.

Dams: Check how the enemy build their dams.

Shops: Check the enemy's knowledge of trade.

Guilds: Check how the enemy build their weapons.

FOREIGN <FOREIGN>

Establish foreign relations with rival rulers and foreign tribes. Select a city, an officer who will carry out your orders, the duration of the agreement, and the terms of the negotiation. Your success in establishing foreign relations depends on the terms of negotiation, your officer's political ability, and the other ruler's hostility (except when you use the command Revoke). The following commands are used when negotiating an agreement:

Accept: Accept the terms of the negotiation.

Refuse: Refuse the terms of the negotiation.

Terms: Refuse the terms of the negotiation and request new terms.

Advice: Get advice from the advisor and/or civil officer.

Info: View information on your city.

• **ALLY** Form an alliance with another ruler. If you succeed, the allied city's hostility will decrease and they will be less likely to attack you. In a battle, you can request reinforcements or joint units from your ally. The maximum length of an alliance is five years. You cannot form an alliance with foreign tribes.

> **NOTE:** After you form an alliance, the remaining time left in the alliance is displayed in months.

• **JOINT** Ask your allies to join you in an attack against another ruler's city. If you succeed, the allied ruler will send forces when your army attacks the enemy. Keep in mind that the allied ruler may betray the agreement and decide not to support your attack. The agreement is valid for three months.

GIFT

Present a gift to a foreign tribe or another ruler. If you succeed, their hostility will decrease, and if you fail, their hostility will increase.

THREAT

Threaten another ruler to surrender. If the ruler surrenders, he and his officers will become your subordinate officers and you will gain control of all cities under that ruler's control. If the ruler does not surrender, their hostility will increase. You cannot threaten foreign tribes.

REVOKE

Revoke an alliance. This will increase hostility towards you.

SWAP

Ask for a swap of prisoners. If you succeed, the prisoner will be set free and will return to their city. You are able to make two types of swaps:

Swap: Make an exchange of prisoners.

Gold: Exchange gold for your imprisoned officers.

INVADE

Ask a foreign tribe to invade an enemy's city. If you succeed, the selected city will be attacked. Depending on the location of the tribe, the cities that can be attacked will differ. Foreign tribes may attack your cities and decrease the number of your soldiers, but they cannot take control of your cities. You may, however, be able to take their officers as prisoners. The following are the types of tribes:

Qiang Tribe: Triba! people in northwest China.

Shanyue Tribe: Tribal people in southeast China.

Niaowan Tribe: Tribal people in northeast China before the year 207.

Nanman Tribe: Tribal people in southwest China after the year 208.

RULER

• **DELEGATE** Delegate direct control of the city to the governor. Select the city and the type of delegated control. There are three ways to delegate control:

Delegate: Delegate all vassal cities to the governors. There are two types of delegated control.

Army: The city will emphasize army affairs. The governor may invade an enemy city on his own.

City: The city will emphasize city affairs. Supplies will be sent to cities with a low supply.

Regain: Regain control of all vassal cities.

City: Select a city to delegate or regain direct control.

• **ASSIGN** Assign a rank to a subordinate officer. An officer must have the abilities required for the certain rank. Select the city, the officer, and the rank. Your choices of rank to assign are: Governor, Advisor, Civil Officer, Marshal, Chief Advisor, and Chief Civil Officer. When there is more than one advisor or civil officer in a city, select one chief advisor or chief civil officer who will be in charge of giving advice on that city.

• **PUNISH** Punish a subordinate officer. There are three ways to punish an officer:

Demote: Demote an officer from their rank of Advisor, Civil Officer or Marshal. The loyalty of the demoted officer will decrease.

Fire: Fire an officer. This officer will become a free officer. Once you fire an officer, it will be difficult to recruit that officer again.

Seize: Confiscate an officer's item. The officer's loyalty will decrease.

• **EXILE** Leave the city and most of your possessions behind and go into exile. Only the officers in your home city may accompany you. When you go into exile, your turn for that month will end. From the next month, you will be limited to the exile commands: Information, Map (□ Button), and the commands listed below. The following commands cannot be used, when you are at a city in an extended war.

Move: Move to a neighboring city.

Recruit: Recruit a free officer from that city.

Plead: Ask for aid in gold or grain from the ruler of the city. You cannot request aid from an unclaimed city.

Settle: Settle in an unclaimed city and declare your rule there. From the following month, you may execute commands in the Main Commands Menu.

News: Get news from the people in the city.

Info: Get information on your officers, cities, and events.

• **HOME** Select your home city to command. This command is the same as selecting your home city with the Map command.

• **VASSAL** Select your vassal cities to command. This command is the same as selecting a vassal city with the Map command or the △ Button.

INFORMATION (INFO)

• **OFFICERS** View information on all of your officers. Use the L1/R1 Buttons to flip through pages of the officer list and the left/right buttons on the Directional Buttons to view more officer data. Select an officer from this list to view the Officer Data Screen.

• **VASSAL** View information on your vassal cities. Use the L1/R1 Buttons to flip through pages of city names and the left/right buttons to view more city data. Select a city to display city statistics in one page. Select Officer at the bottom of the screen to list all officers in that city.

• **CITY** View city information. Select the city you wish to view and press the X Button. The City Data Screen will appear. Select Officers at the City Data Screen to display a list of officers in that city. When you select a certain officer from this list, the Officer Data Screen will appear.

• **EVENTS** View the events that occurred in the cities. Select a particular event (Locust, Plague, Flood, Typhoon, Rich Harvest and Scarce Harvest) to view which cities have experienced each event. See Events on page 26 for more information.

• **REPORTS** Hear your officers or soldiers report on the status of their assigned tasks. Select a city to display the Report Screen. You may view the data and a report on: Farms, Dams, Shops, Guilds, Training, Soldiers, and Build.

ADVICE

Hear advice from a subordinate officer or traveler in the city.

• **ADVICE** Hear advice from a subordinate officer.

• **VISIT** Talk to a famous traveler in that city and hear advice.

CONSULTATION

A consultation may occur in January. At your turn, a subordinate officer will offer you advice. The advice may vary from your city's strength, the army's strength, or foreign relations. You have the option to listen to the officer's advice by selecting YES or NO. If you select YES, you will hear the advice and must decide whether to Accept, Reject or Consult the advice. If you select NO, you will return to the Main Display.

ACCEPTING ADVICE

When you accept the officer's advice, a command will be executed according to the advice. Once you accept the advice, you cannot cancel the command. Your officer's loyalty will increase when you accept his advice.

REJECTING ADVICE

When you reject the advice the officer's loyalty will decrease and the game will return to the Main Display.

CONSULTING THE ADVICE

Consult the content of the advice with other officers. This will lead you to the Consult Screen.

The order of the consultation is as follows:

1. Hear the opinions of five officers. To cancel the consultation, press the O Button and the game will return to the Main Display.
2. If you wish to accept an officer's opinion, select the name of the officer. You cannot cancel the command after you accept an opinion.

EVENTS

During the game, various events will take place. The game is divided into the following seasons which affect these events: Spring (January-March), Summer (April-June), Fall (July-September) and Winter (October-December).

PERIODIC EVENTS

GOLD COLLECTION Every year in January, gold is collected from the people of the city. The amount collected depends on the people's loyalty, the number of shops, the size of the city, and the governor's charm.

GRAIN COLLECTION

Every year in July, grain are collected from the people of the city. The amount of grain collected depends on the city's farming level, damming level, and the size of the city.

GOLD ALLOWANCE Every year in January you must pay your officers and soldiers in gold. The amount of gold depends on the number of officers and soldiers. If there is not enough gold, the officers' loyalty and the number of soldiers decrease.

GRAIN ALLOWANCE Every year in July, you must provide your officers and soldiers with grain. The amount depends on the number of officers and soldiers. When there is not enough grain, the officers' loyalty and the number of soldiers will decrease.

VISIT Wise travelers visiting your city may give you advice. You may be able to receive items or improve an officer's health. Travelers may also give you valuable information on enemy cities.

DISASTROUS EVENTS

The following information can be accessed by selecting Event under the Information command in the Main Display.

LOCUST From spring to fall, large swarms of locust may appear. This will decrease your farming level, grain amount, and people's support.

EPIDEMIC/PLAGUE Regardless of the season, epidemics will break out. This will decrease your population, number of soldiers, number of shops, and people's support.

FLOOD During the summer, floods will occurs in valleys with large rivers. The higher the city's damming level, the less flood damage. Floods will decrease the levels of farming, damming, population, and the number of soldiers, shops and guilds.

TYPHOON Typhoons occur in the summer. The higher the city's damming level, the less the damage. This will decrease farming level, damming level, market prices, number of guilds, population, and the number of soldiers.

RICH The crops will increase and double the amount of grain that will be collected that year.

SCARCE The crops will decrease and lower the amount of grain that will be collected that year by 50%.

REVOLT Regardless of the season, people will raise revolts. The lower the people's loyalty, the more likely that there will be a revolt. This will decrease the people's support, number of soldiers and shops, population, and farming.

REBELLION Rebellion among the officers. When governors rebel, they become a new independent ruler. The other officers will either become the new ruler's subordinates or free officers. When officers other than the governor rebel, the number of soldiers and the people's support decrease.

HISTORICAL EVENTS

There are four historical events that will take place throughout the game once the certain conditions are met. These four events are:

The Three Visits (Part I-III) in December 207-March 208 AD
The Enthronement of the Emperor before March of 234 AD
The League Against Dong Zhuo in February 190 AD
Chain Link Plot (Part I-III) in January-April 192 AD

These historical events include voice animation and special video clips.

THE ART OF WAR

BEFORE WAR

You will enter a battle when you attack, defend, or fight a battle as a reinforcement or joint unit.

THE FLOW OF WAR

There are three levels of battle: field battle, castle battle, and final battle. Depending on the defending sides' decision or the outcome of a battle, the level will change. Fulfill the victory conditions to win a battle in each level.

FIELD BATTLE

A field battle will begin when the defending side decides to counterattack in a field battle. If the battlefield is near a large river, the armies will enter a naval battle (see Naval Battle, page 35). When the defending side is defeated in a field battle or decides to flee, they have the option to Oppose or Flee the battle.

Oppose: Move to a castle battle in their city.

Flee: Give the victory to the attacking side. The defending side will flee to another city or an unclaimed city.

CASTLE BATTLE

A castle battle occurs when the defending side decides not to counterattack in a field battle, or selects Oppose after they lose a field battle. When the castle gate has been destroyed, the defending side may select to fight a Final battle or Flee.

Final Battle: Move to a final battle (see Final Battle, below).

Flee: Give the victory to the attacking side. The defending side will flee to another city or an unclaimed city.

FINAL BATTLE

A final battle occurs when the defending side has lost a castle battle and has selected Final Battle. The attacking side selects whether the final battle will be determined by fighting with Soldiers or a Duel.

Soldiers: The game will decide the winner of the battle based on the strength of the troops.

Duel: The winner will be decided in a duel. Select whether to duel one on one, three on three or five on five.

VICTORY CONDITIONS

One of the following conditions must be met to win a battle:

1. Capture an enemy ruler.
2. Defeat all enemy units.

3. Make all enemy officers flee to another city.
4. Make an enemy unit comply to a cease-fire (except in cases where the defending side forfeits).
5. Win a Final Battle.

Turn Rotations in Battle

In battle, one turn equals one day. The turn rotation begins with the defending side and ends with the attacking side. Use the War commands to command your units in battle.

Extended War

If a battle continues for 30 days and a victor has not been decided, an extended war begins and the screen returns to the Main Display. After all rulers have completed their turns, the war will resume.

The Extended War Information Window may be viewed by selecting the city with the Map command.

Preparing for Battle

Prepare for battle by following the steps below:

STEPS:

1. Select the city you wish to attack and organize your units (see Organizing Your Army on page 30).
2. The attacking side selects whether or not to request joint units from other cities. If you want the support, you must decide from which city you will send a joint unit and then organize the joint unit.
3. The defending side decides whether or not to request reinforcements from an allied neighboring city. To ask for reinforcements, select an officer who will be a messenger and which city to ask. If the officer is successful then the allied city will send out reinforcements.
4. The defending side decides between a counterattack in a field battle or a castle battle. If you decide to counterattack in a field battle, you must appoint commander-in-chief and decide the amount of grain and gold to take to battle.
5. The defending side selects whether or not to send reinforcements from a neighboring vassal city. If you want reinforcements, you must select a vassal city and then organize the reinforcement units.
6. The game will switch to the Battle Display (see Battle Display, page 32). When units are positioned, the battle will begin.

ORGANIZING YOUR ARMY

TYPES OF ARMY

TYPE OF ARMY		FIELD BATTLE · CASTLE BATTLE
Defense	Regular Unit from the defending city	BLUE
	Reinforcement Unit from a vassal city	LIGHT GREEN
	Reinforcement Unit from an allied city	GREEN
Offense	Regular Unit from the attacking city	RED
	Joint Unit from a vassal city	ORANGE
	Joint Unit from an allied city that agreed to a joint attack	PURPLE

FORMATION OF AN ARMY

One army is organized from 1-5 regular units and 1-3 reinforcement and joint units. The number of officers that can be organized into one army are 1-10 officers in the regular units and 1-5 officers in the reinforcement and joint units. There must be one commander-in-chief to lead the regular units and the lieutenant commanders. The ruler or governor become the commander-in-chief when they go to battle. When the governor gets captured or dies in battle, you must select a new commander-in-chief. The ruler or governor cannot participate in a battle as a reinforcement or joint unit. The reinforcement and joint units can be sent only from neighboring cities and will arrive after the battle has begun.

SELECTING COMMANDERS

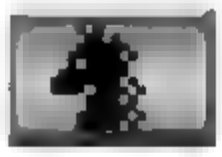
You may select up to one commander and zero to two lieutenant commanders. Place the cursor on the empty gray box, press the X Button, then select an officer from the list. After you have selected a commander, select a lieutenant commander. When the ruler or governor goes to battle, they must a be commander-in-chief. After you are finished selecting commanders, select Enter.

To cancel the commander you selected, place the cursor on the name you wish to erase and press the X Button.

Commander Abilities

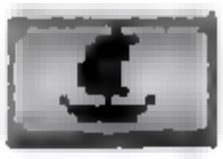
Decide who will be the commander and lieutenant commander by analyzing the data in the list of available officers. A "O" indicates that the officer has the special ability to lead that unit in battle, while an "X" indicates that the officer does not.

Infantry unit



Cavalry unit

Archery unit



Naval unit

Entering the Number of Soldiers

Unit Organization Screen

Enter the number of soldiers for each unit. The number of soldiers or crossbows in a unit are all based on a scale of a hundred. This means that a unit of 200 soldiers or crossbows is acutally comprised of 20,000 people. Press the X Button to select a unit and use the Directional Buttons to enter the number of soldiers. To correct the number you entered, move the cursor to the number of soldiers, press the X Button, and enter the new number.

Selecting the Type of Unit

One unit is organized by one commander, zero to two lieutenant commanders, and a maximum of 30,000 soldiers. There are seven different types of units: Infantry, Cavalry, Crossbow, Strong Crossbow, Rapid Crossbow, Catapult, and Battering Ram.

To select the type of units, move the cursor under "Type", press the X Button until a desired unit type is displayed, and select Enter. You cannot select an archery or cavalry unit if the number of weapons or horses that you have is less than the number of soldiers in that unit. You cannot select a cavalry unit if you are defending in a castle battle.

INFANTRY: A unit that is organized by only soldiers.

CAVALRY: Organized by the same number of soldiers and horses.

CROSSBOW (X-BOW): Organized by the same number of soldiers and crossbows.

STRONG CROSSBOW (STRONG X): Organized by the same number of soldiers and strong crossbows.

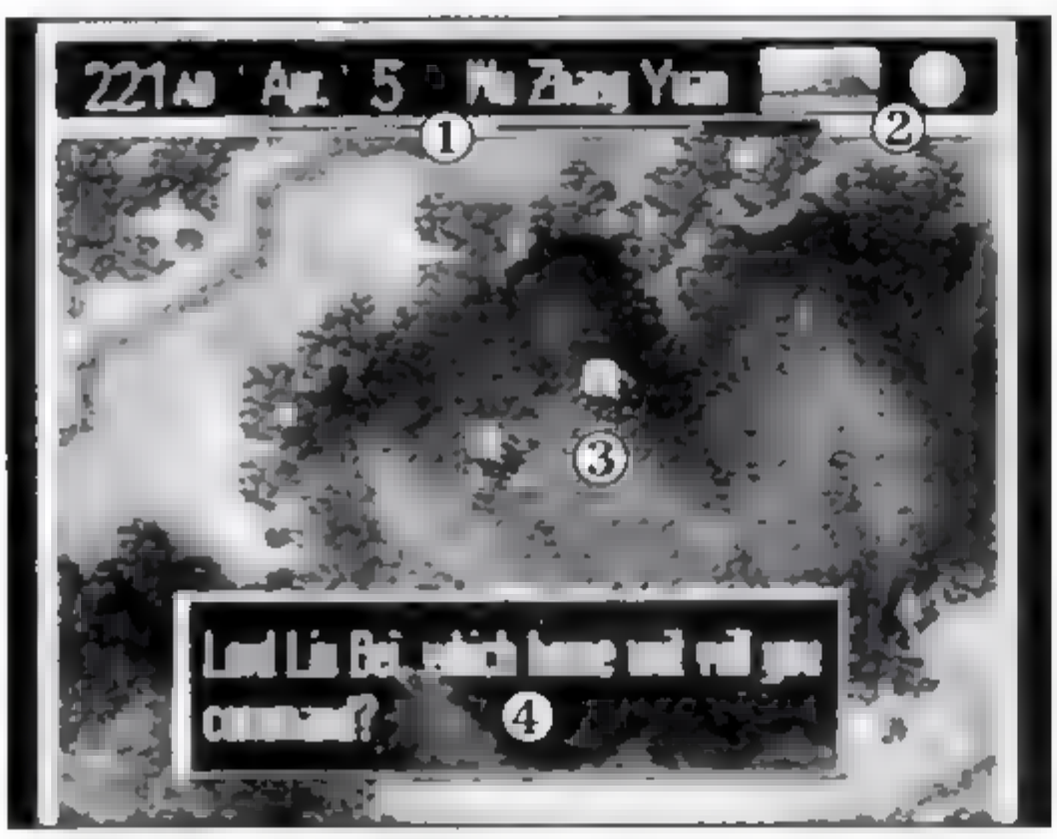
RAPID CROSSBOW (RAPID X): Organized by the same number of soldiers and rapid crossbows.

BATTERING RAMS (RAMS): The unit is organized by soldiers and one battering ram per unit. This unit can only be selected for a castle battle.

CATAPULTS: The unit is organized by soldiers and one catapult per unit. This unit can only be selected for a castle battle.

DURING WAR

BATTLE DISPLAY

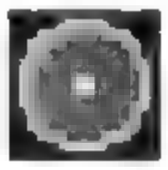


① Date and location
② Weather and wind direction
③ Unit
④ Message window

Wind

Mild Wind

Strong Wind



No Wind

Weather

Clear

Cloudy

Drizzling

Rainy

Rain Storm

Units

In Field Battle

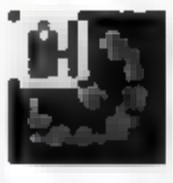
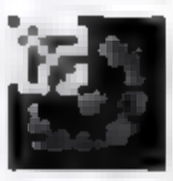
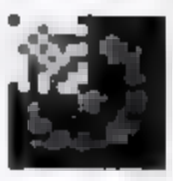
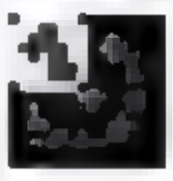
In Castle Battle

In Naval Battle

Press the SELECT Button to display the Battle Information Window. Press L1/R1 Button to scroll the battle map.

Unit Types and Mobility

Every unit has mobility levels. Each turn the unit will move within a mobility range. The amount of mobility used with each move will differ, depending on the terrain.

Marker	Unit Type	Basic Mobility
	Infantry Unit	5 – 12
	Crossbow Unit	(Depends on
	Strong Crossbow Unit	Train and
	Rapid Crossbow Unit	Spirit levels)
	Cavalry Unit	15
	Naval Unit	12
	Battering Rams	6
	Catapults	6

TERRAIN

There are three factors about the terrain: required mobility, effect of the terrain, and the altitude.

Required Mobility: The amount of mobility required for a unit to move to that terrain.

Effect of the Terrain: The effect on your attack and defense abilities. Generally, the unit positioned on terrain with a higher effect will be at an advantage. The unit will have a better advantage, the larger the difference between the effect of the terrain.

Altitude: The height of the terrain will also affect your attack and defense abilities. The unit at a higher altitude will have an advantage.

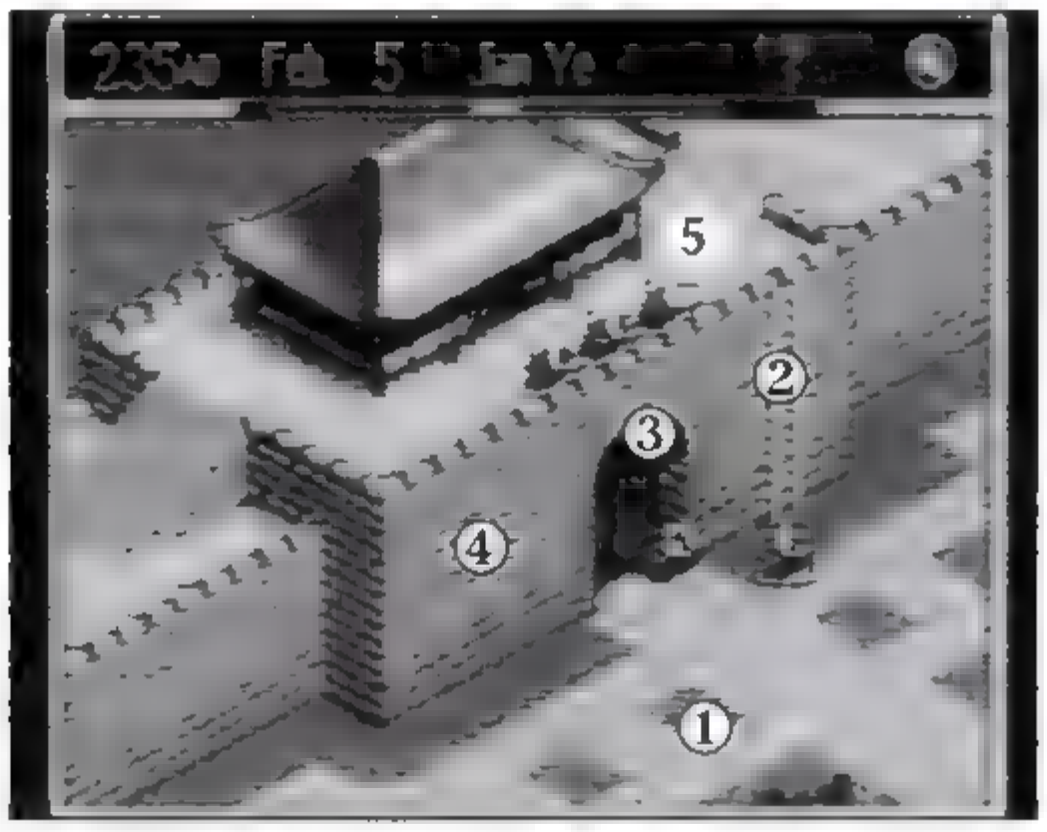
TYPES OF TERRAIN

Field Battle

TERRAIN TYPE	REQUIRED MOBILITY	EFFECT OF THE TERRAIN
① Road	3	6
② Bridge	3	6
③ River	7 {3}	4 {6}
④ Swamp	5	5
⑤ Plains	3	6
⑥ Grasslands	3	6
⑦ Forest	4	5
⑧ Mountain	4-5	9-13

Some mountains are closed to only cavalry units or entire units.
*Information in "{ }" indicates naval battle values.

Castle Battle



Terrain Type	Required Mobility	Effect of the Terrain
① Plains	3	6
② Ladder Cavalry, battering ram, and catapult units cannot use the ladder.	4	5
③ Castle Gate	no entry	
④ Castle Wall	no entry	
⑤ Above the Castle Wall	3	6

Cavalry, battering ram, and catapult units cannot use the ladder.

Placing Your Units

When a war begins, position your units where blue or red circles are displayed. The defending units (blue circles) will be positioned before the attacking units (red circles). After the battle begins, the reinforcements and joint units will arrive and automatically be positioned in the battlefield.

Traps

After the defending units are positioned, the defending side may set up traps, if there is an Advisor in one of the units. If there is an Advisor on the attacking side, the enemy's traps may be discovered. There are two types of traps:

Pitfalls: You can dig two to five pitfalls depending on your advisor's mind level. Select the area you wish to dig. The number of soldiers will decrease when an enemy moves to the pitfall area. (This trap will not affect units on your own side.)

Hay: Select an area where you will hide bales of hay. Set the hay on fire with a firebolt or by using the Fire command, and the area will quickly be engulfed in flames. The number of soldiers will decrease, if a unit is in range of the fire. Units on your own side may also be affected.

NAVAL BATTLE

If you enter a field battle near a large river, a naval battle will begin. The units will be on ships and cannot go back onto land. The commands Move, Attack, and Plot, are different than in a field battle. You cannot use the Betray command.

Move: Regardless of the type of unit, the mobility of all units are the same on water.

Attack: You will not be able to use the Charge or Duel commands, but an officer with the special talent "Naval" will give you an advantage.

Plot: Instead of the Chaos command you will be able to use the Chain command. The Fire command sets only the enemy's ship on fire.

WAR COMMANDS

The following commands are available in a battle. To select a unit, use the Directional Buttons or press the △ Button to move the cursor on the unit and press the X Button . Once you have selected a unit, you may move or attack. Press the X Button again to view other War commands. Press the SELECT Button to view the Battle Information Window.

MOVE

The range you can move depends on your mobility and the terrain. You may not move to an area where another unit is positioned. To move a unit:

1. Select one of your units and press the X Button.
2. The circles indicate your mobility range. Select where you will move with the cursor.
3. When you move next to an enemy unit, and if you still have enough mobility, you may attack.

ATTACK

To attack an enemy unit:

1. Select one of your units and press the X Button.
2. The sword icon indicates enemy units in your attack range. Select a target. You may target enemy units, castle gates, or barrier gates. Battering Rams can attack only castle gates.
3. Select the type of attack (see the commands below).

> **NOTE:** When you attack an enemy, the number in yellow represents the number of soldiers killed and the following number in white represents the remaining number of soldiers in your unit.

- **NORMAL** Attack an enemy unit next to you.
- **GROUP** Attack an adjacent enemy unit with two or more of your units. The commander must have a leadership level higher than 70. You cannot use this command in a castle battle.

• **CHARGE** Charge towards a neighboring enemy unit. Reduce the enemy unit's soldiers to zero and capture enemy officers. If the enemy unit is not completely destroyed, your unit will be pushed to the opposite side of the enemy unit. You cannot use this command in a naval battle.

• **DUEL** Duel among officers. The officers' power will affect the outcome of the duel. When an officer's stamina (the red and blue bar on the duel screen) reaches zero, the officer is defeated. You cannot use this command in a naval battle or on a castle wall.

• **ARROW** Attack by shooting arrows with your crossbow unit, strong crossbow unit, or rapid crossbow unit. There is no limit to how many times a unit can shoot arrows. The shooting range depends on the type of weapon. The power of the arrow becomes stronger as the distance between you and the enemy unit decreases. An officer's stamina will decrease, if injured by an arrow.

• **FIREBOLT** Attack by shooting firebolts with your crossbow unit, strong crossbow unit, or rapid crossbow unit. Depending on the training level of the unit, the amount of times they can shoot a firebolt in battle will vary from one to eight times. The power of the firebolt is stronger than a normal arrow. An officer's stamina will decrease if injured by a firebolt. A firebolt may catch the surrounding area on fire.

• **LAUNCH** Launch boulders with a catapult from far away. There is no limit to the number of times the boulders can be launched. If you choose to attack the castle gate, the effect is the same as a Gate Attack (see below). You cannot use the catapult to attack a unit that is close.

• **GATE ATTACK** Lower the defense level of the castle gate. This can only be executed when the attacking side attacks the castle gate in a castle battle, or when the barrier gate is attacked in a field battle. If you succeed in opening the barrier gate, you may move to the other side of the gate. When the defense of the castle gate reaches zero, the gate will open, and the attacking side will win the battle and the defending side may select to fight a final battle or flee.

PLOT

Plot against the enemy. The Plot command is affected by the officers' mind level, training, and spirit levels. Each plot command requires a special talent, which is indicated in "< >".

• **FIRE <FIRE>** Set fire to or near an enemy unit. Select an adjacent area you will set on fire. If you succeed, the area will catch fire. The number of enemy soldiers will decrease when the enemy unit is trapped in a fire. You cannot move to an area which has caught on fire. Wind direction and the type of terrain can make the fire spread quickly, and heavy rainfall can put out a fire. The likelihood of a fire spreading depends on the terrain. You cannot set fire to a river, swamp, or castle wall.

TERRAIN	FIRE EFFECT
Forest	10
Grasslands	10
Water	9
Plains, Roads	8
Mountain	3-6 (depending on altitude)

The larger the number, the easier it is to set fire.

• **BOULDER <BOULDER>** Drop boulders from the top of the castle wall or mountain onto an enemy unit. Select the area you wish to drop the boulder. The number of soldiers in the enemy unit will decrease, if hit by the boulder. You must have a stamina level over 80 and more than 1000 soldiers in the unit to execute this plot.

• **PROVOKE <PROVOKE>** Provoke two neighboring enemy units to fight against each other. If you succeed, the number of enemy soldiers will decrease.

• **CHAOS <CHAOS>** Confuse the enemy unit. If you succeed, the enemy unit will be immobilized for the next couple of turns and the unit will be marked by a question mark. This command can only be used in a field battle.

• **CHAIN <CHAIN>** Use this plot in a naval battle to chain enemy ships together. If you succeed, the enemy units will be immobilized for a couple of turns. This command can only be used in a naval battle.

• **WEATHER <WEATHER>** Change the weather. Select from: clear, cloudy, drizzle, rain, and storm. If you succeed, the weather will change to your selection. You must have a stamina level over 80.

• **WIND <WIND>** Change the direction of the wind. Select from: north, northeast, northwest, south, southeast, southwest, and no wind. If you succeed, the wind direction will change to your selection. This command will affect how a fire spreads. You must have a stamina level over 80.

• **THUNDER <THUNDER>** Drop a thunderbolt on the battlefield. If you succeed, bolts will fall onto the units (including your own units) at random. If a unit is struck by bolts, the number of soldiers will decrease. You can only use this command when you are in a rainstorm in a field battle. You must have a stamina level over 80.

• **LIES <LIES>** Spread false information to the enemy's reinforcements or joint units. If you succeed, the enemy reinforcements or joint units will flee to another city. You can only use this command in a castle battle.

FLEE

Flee from a battle. If your commander-in-chief flees, you will lose the battle. If you fail to flee, you will be captured. If you succeed to flee, an enemy unit may still chase you and attack some of your soldiers. Your chances of succeeding depends on your officers' power and mind level, your units' training level and spirit, and your distance from the enemy unit.

Before you flee, you must select to which neighboring city to flee:

Field Battle: the city from which you sent your army (light blue text), a vassal city (yellow text), or an unclaimed city (white text).

Castle Battle: the city from which you sent your army (attacking side only, light blue text), a vassal city (yellow text), or an unclaimed city (white text).

BETRAY

Persuade an enemy officer to betray his army. Select the unit and the enemy officer. If you succeed, the enemy officer will bring soldiers and switch to your side.

Hidden Officer: Order your officer in hiding (See the Plot-Hide command) to switch sides. This officer is most likely to follow your order.

Bribed Officer: Persuade an officer, whom you bribed before the battle (See the Plot-Bribe command), to betray his army. The chances of success are lower for this officer than for a hidden officer.

Enemy Officer: Persuade an enemy officer to betray his army. The chances of success depend on the officer's loyalty and character.

INFORMATION (INFO)

View information on each unit. Select the unit you wish to view. You may view information on your units as many times as you like during turn. It will cost 100 gold pieces to view enemy unit information, but you may view it as many times as you like in that turn. After you select the unit, the Unit Data Window will appear. If you select an officer in that screen and press the X Button, the Officer Data Screen will be displayed.

DELEGATE

When you select the Delegate command, the selected unit will be under delegated control until the battle ends. To regain your direct control, select this command and the delegated unit. If you delegate control for the commander-in-chief's unit, all units in the battle will be placed under delegated control. To cancel the delegated control of all units, press the SELECT Button within five seconds.

DOUSE <DOUSE>

Put out a fire on your unit's ship. You can only use this command in a naval battle. If you succeed, the fire will be extinguished. Your success depends on your unit's training level and spirit.

TAUNT <TAUNT>

Yell taunts at an enemy unit. If you succeed, the enemy unit's spirit will decrease. If you fail, the enemy unit's spirit may increase. This command can only be used in a castle battle.

REPAIR <REPAIR>

Repair the castle gate after the defense level has decreased. Only an infantry unit from the defending side can execute this command. If you succeed, the gate defense strength will increase. The maximum defense strength differs for each castle gate.

CEASE

Call for a cease-fire. Only a commander-in-chief in a castle battle can execute this command.

- **THREAT** Threaten the enemy to surrender. Only the attacking side can make a threat. If you succeed, the defending side will surrender. You cannot use this command if the ruler of the defending side is participating in the battle.
- **TRUCE** Negotiate a cease-fire by offering gold and grain. Only the defending side can offer a truce. If you succeed, the attacking side will release any prisoners and withdraw to another city.
- **FORFEIT** Both the defending side and the attacking side can forfeit. If you succeed, both parties will release prisoners and the defending side will leave gold, grain, and weapons and flee to another city.

TRAP

The attacking side will check the area, if they suspect that traps have been set. The defending side may confirm where they set the trap. This command can only be used in a field battle.

DEPLOY

Give orders to deploy reserve officers to battle from inside the castle. To deploy officers, you must organize a new unit. You cannot use this command if there are more than five units or 10 officers in battle. Only the defending side in a castle battle can use this command.

AFTER WAR

POST-WAR SETTLEMENTS

After you win a battle, you must decide what to do with your prisoners. You may select the following options:

Recruit: Place the officer under your control.

Free: Allow the officer to escape.

Imprison: Make the officer your prisoner.

Execute: Behead the officer.

When you capture a ruler, the options you have after battle will differ, depending on the situation.

A. When there is a city available to flee: Free and Execute.

B. When there is no city to flee and the ruler has no vassal cities: Recruit, Free and Execute.

C. When there is no city to flee to and the ruler has vassal cities: Execute.

When you select Execute, then automatically a successor is selected as a new ruler. When you (the ruler) are executed, you may select a successor from the subordinate officers. When there is no successor, the family line is destroyed and the game ends.

THE AGE OF THE THREE KINGDOMS

SCENARIO 1:

DONG ZHUO TRIUMPHS IN LUO YANG (DEC. 189 A.D.)

At the end of the second century, the death of Emperor Ling intensified the bitter struggle between the court eunuchs and the Imperial family. The Yellow Turban Rebels destroyed the political authority of the Eastern Han Dynasty and plunged the nation into chaos. The confusion allowed regional figures to gain power. Finally, one of them seized the Imperial capital of Luo Yang. That figure was Dong Zhuo.

Dong Zhuo's forces met with setbacks in fierce battles against Cao Cao's League at Fan Shui Guan and Hu Lao Guan. In complete rage, Dong Zhuo set fire to Luo Yang and moved the Imperial capital to Chang An.

The closing of the Eastern Han Dynasty had created an era of violent battles between rulers.

SCENARIO 2:

TURMOIL SPREADS IN CHINA (NOV. 194 A.D.)

Cao Cao declared independence in the Yan territory and suppressed the Yellow Turban Rebels in the Xu territory. He formed the Ching Regional Guards from the best of the captured Yellow Turban Rebels who became the nucleus of his army.

After a year of fierce fighting, Cao Cao defeated Lu Bu and regained the Yan territory. He invited the wandering Emperor Xian to join him in Xu Chang. By becoming the Emperor's protector, Cao Cao gained an advantage in distinguishing himself from many of his rivals.

He then attacked Zhang Xiu, destroyed Lu Bu, and expanded his realm and power. But as Cao Cao continued his rapid advances, his one time ally Yuan Shao raised a vast army to oppose him.

Scenario 3:

Cao Cao Expands His Domain (Oct. 201 A.D.)

While Cao Cao was engrossed in preparations to fight Yuan Shao, Liu Bei began operating independently of Cao Cao. When his participation in a plot to kill Cao Cao was exposed, Cao Cao attacked Liu Bei and made him flee to Yuan Tan's protection.

After the Battle of Guan Du, Yuan Shao died and the fall of the Yuan family began. The discord between the Yuan brothers, invited Cao Cao to launch an attack. The battle became so uncontrollable that one by one, all the members of the Yuan family, including Yuan Tan, Yuan Xi, Yuan Shang and Gao Gan, were killed.

In the end, Cao Cao stood victorious as the ruler of all central China.

Scenario 4:

Battle of Red Wall (Sept. 208 A.D.)

While chasing the fleeing Liu Bei, Cao Cao began his southern campaign. He scattered Liu Bei's weak force and China seemed on the verge of unification under Cao Cao. At that time, Sun Quan formed an alliance with Liu Bei and Lu Su to create new forces from the Wu and the Jing territories. But the forces of Wu dealt Cao Cao a grievous defeat in the Battle of Red Wall.

Liu Bei and Cao Cao's armies entered a naval battle on the Yangtze River. Pang Tong, an allied spy for Liu Bei, advised Cao Cao to link his ships together for easier navigation (called the "Chain Link" plot). Not knowing Pang Tong was an enemy, Cao Cao followed his advice. When Liu Bei sent a flaming ship into Cao Cao's fleet, all of the ships caught fire. The Yangtze River was veiled in a wall of fire. The armies of Wu crushed Cao Cao's armies thanks to ingenious strategy of Liu Bei's advisor Zhuge Liang and Pang Tong. Cao Cao barely escaped back to Xu Chang.

Just as Zhuge Liang imagined, China divided into three distinct spheres of influence.

SCENARIO 5:

BIRTH OF THE THREE KINGDOMS (APR. 221 A.D.)

By 215 A.D., China was divided into three kingdoms: Wei ruled by Cao Cao, Wu ruled by Sun Quan, and Shu ruled by Liu Bei.

In the kingdom of Wei, Cao Cao died and his son, Cao Pi, succeeded him. Cao Pi forced the abdication of the Emperor Xian and pronounced himself emperor. The Eastern Han Dynasty was destroyed and the age of the Three Kingdoms began.

Sun Quan's subordinates Lu Meng and Lu Xun had long tried to conquer the Jing territory. Finally Guan Yu succumbed to their plots and was trapped between the armies of Wei and Wu. Guan Yu fought desperately to no avail, and the Jing territory fell into Sun Quan's hands.

Liu Bei went into a rage and raised a great army to move against the Wu kingdom. But Zhang Fei was assassinated before his army could mobilize and Liu Bei was defeated by Lu Xun. Liu Bei entrusted his advisor, Zhuge Liang, with care of the kingdom following his death. Zhuge Liang formed an alliance with the Wu kingdom and began his northern campaigns.

SCENARIO 6:

CLASH OF WEI, WU, AND SHU (FEB. 235 A.D.)

Despite repeated encounters, neither Zhuge Liang nor Sima Yi could get the upper hand in their struggle for more power. Zhuge Liang had shown himself to be a military genius many times, but despite constant efforts he could not win. At Wuzhang Yuan, Zhuge Liang turned over all his forces to his subordinate Jiang Wei before he passed away.

Jiang Wei earnestly attacked the Wei and Shu army. Sima Yi's sons Sima Shi and Sima Zhao of Wei successfully blocked Jiang Wei's attacks, but the armies of Shu ultimately failed. Under the burden of constant warfare, the people of Shu became exhausted and Wei successfully invaded the kingdom.

After pacifying Shu, Sima Yen proclaimed himself the first emperor of the Chin Dynasty and thereafter conquered the Wu kingdom. With Sima Yen's unification of China, the curtain fell on the Age of the Three Kingdoms.

Character Profiles

Rulers of the Three Kingdoms

Cao Cao (Wei Kingdom)

Cao Cao is the most famous officer of the Romance of the Three Kingdoms. It is said that he was "a wise ruler to govern the land, a great villain to ruin the land." Cao Cao collected talent around himself, and even tried to enlist Guan Yu, a former enemy. He said of himself, "Even though I try to turn my back on the world, the world will not allow it." When he broke his own military code, he cut off his hair as an atonement to keep his code intact. When his son, Cao Pi, rose to Vice Prime Minister, together they became the true power behind the Han Dynasty.

Liu Bei (Shu Kingdom)

Although Liu Bei served others for almost fifty years, he eventually became a very strong independent ruler. Liu Bei pledged his oath of eternal brotherhood to two warriors, Guan Yu and Zhang Fei in the famous "Peach Tree Oath" and vowed to defend the Han Emperor. He formed this brotherhood before setting out to war and pledging to rescue the Han Dynasty. At the height of his time, he declared the Shu-Han Dynasty, but soon after he faced continuous defeats in battle.

Sun Quan (Wu Kingdom)

Sun Quan was the third member of the magnificent family of Sun. His father Sun Jian laid the foundation, his elder brother Sun Ce expanded it, and Sun Quan kept it intact. One of his stronger military moments was when he allied with Liu Bei and Zhuge Liang to defeat Cao Cao at the Battle of Red Wall. Sun Quan far outlived both Sun Jian and Sun Ce, and the Wu kingdom was the last of the three kingdoms to fall.

FAMOUS STRATEGISTS

SIMA YI (WEI KINGDOM)

Sima Yi was an advisor of Wei. When Zhuge Liang launched his northern campaigns, Sima Yi tightened Wei's defenses and devoted himself to a war of retirement. When Zhuge Liang sent him a woman's death shroud and crown, the other generals of Wei became enraged and demanded to know why Sima Yi did not settle the war once and for all. Sima Yi did not launch a counterattack because he knew Zhuge Liang was old and would not last much longer. His grandson Sima Yen established the new Chin empire, which eventually conquered the Wu and Shu kingdoms.

ZHUGE LIANG (SHU KINGDOM)

Zhuge Liang, also known as "Hidden Dragon", impressed Liu Bei so much that Liu Bei made him his own advisor. At the battle of Red Wall, he formed an alliance with Sun Quan that led to a victory over Cao Cao. After that victory, he built the Sword of the Seven Stars. He was credited with the invention of the rapid crossbow and the wagon, and was viewed as an active advisor. He is also credited with visualizing the formation of the Three Kingdoms of Wei, Shu and Wu.

ZHOU YU (WU KINGDOM)

Zhou Yu was known as "the beautiful warrior" because of his bearing and handsomeness, but he was also a brave and daring warrior of genius. He swore an oath of brotherhood with Sun Ce and he took Xiao Qiao as his wife. After the battle of Red Wall he engaged in many secret plots with Zhuge Liang in both the public and private spheres. But he was weak and prone to illness and died of sickness at 36 years of age. Zhuge Liang himself paid a visit of condolence after his death.

Officer Information Chart

Please use this chart to keep track of officer information. Photocopy this page if you need more copies.

OFFICER INFORMATION CHART

Name _____

Rank _____

Location _____

Task _____

Duty _____

ABILITIES:

Loyalty ____
Tenure ____
Lead ____
Power ____
Mind ____
Politics ____
Charm ____
Health ____

ITEMS :

_____

_____

_____

TALENTS :

Foreign ❑
Spy ❑
Recruit ❑
Build ❑
Bribe ❑
Rebel ❑
Gossip ❑
Arson ❑
Study ❑
Infantry ❑
Cavalry ❑
Archery ❑
Naval ❑
Fire ❑
Boulder ❑
Provoke ❑
Weather ❑
Wind ❑
Chaos ❑
Chain ❑
Thunder ❑
Repair ❑
Taunt ❑
Lies ❑

Notes

WARRANTY

90-DAY LIMITED WARRANTY

Koei Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Koei will repair or replace the game CD, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, **indicating date of purchase,** and the UPC code found on the game packaging.
3. If the game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period and is not covered by a store warranty, notify Koei Corp. by calling **Customer Service at (415)348-0500, between the hours of 9 a.m. to 4:45 p.m. Pacific Standard Time, Monday through Friday.**
5. If the Koei Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of the defective game CD, enclose your name, address and phone number, and return the game CD FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt the UPC code within the 90-day warranty period to:

Koei Corporation
1350 Bayshore Hwy., Ste. 540
Burlingame, CA 94010

This warranty shall not apply if the game CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

ONLINE INFORMATION

CompuServe: GO VGCENTRAL, Library Section 4 to find out more information about Koei's games! Read Release Memos of Koei's new titles, get hint sheets and look at our game graphics. CompuServe can be obtained by calling 1-800-524-3388 and asking for Rep. 606 in order to receive a free introductory membership, $15 usage credit, and a month's worth of basic services free.

©1996 KOEI Corporation. All rights reserved.

To get updated information on other KOEI titles or to order games directly, call 415/348-0500.

KOEI

KOEI Corporation
One Bay Plaza, 1350 Bayshore Hwy, Suite 540,
Burlingame, California 94010

Romance of the Three Kingdoms IV: Wall of Fire is a trademark of KOEI Corporation. ©1996 KOEI Corporation. All rights reserved. This game is licensed for use with the Sony PlayStation system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

Licensed by Sony Computer Entertainment America for use with the PlayStation game console. PlayStation and the PlayStation logos are trademarks of Sony Computer Entertainment Inc. The ratings icon is a registered trademark of the Interactive Digital Software Association. Manufactured and printed in U.S.A.

U.S. and foreign patents pending.